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Title: Britanian, I am!

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## Chapter One

I was introduced to  
this land with no  
family and no  
friends. My name is  
Jacob Babarian.  
Standing in front of a  
strange building on an  
unknown cobblestone  
street alone for what  
seemed like an  
eternity, I thought to  
myself, "since there  
is nothing without, I  
should look within."  
Ignoring my  
surroundings, I began  
taking an inventory of  
myself, my skills,  
and my possessions.  
What better way to  
begin a journey, than  
to know where you  
begin?

## Chapter Two

I chose Vesper because  
it seemed as likely a  
place to begin one's life  
as any city. I was  
seeing Vesper for the  
first time and it was  
impressive. Vesper is  
"The Walled City." I  
ran from building to  
building over the clean  
stone streets taking in  
all the scenery I could  
find. The newness of  
it all was a continual  
source of excitement.  
However, I noted how  
few people I would see  
and how busy or  
self-interested they  
seemed. Although the  
city had all the

amenities a person could need, I still longed for more interaction. I decided then that I must travel to another city. The capital city, Britain!

### Chapter Three

My first thought was to leave immediately, but I was still only wearing the clothes on my back and carrying my practice mace and 1000 gold pieces. I made my way to the armorer and bought a full set of platemail armor leaving me with very little money. To my shock and disappointment, I found I was unable to wear even the smallest piece of the armor. I was too weak. The armorer was only too eager to buy it all back... at half the price I paid. I accepted his price and sold the armor back. In my excitement and inexperience, I immediately purchased a full set of the next less expensive armor; ringmail. Again, to my dismay, I was too weak to wear it. Guess who was willing to pay half the selling price for it? Finally, I had just enough gold to purchase studded leather. With very little money, few possessions, and no prospects, I thought I should find a way to earn a living. The trip to Britain was still on my mind and I mused, "I'll be killing animals for practice anyway... I might as well try tailoring!" After buying a scissors and

sewing kit from the  
tailor, I had less  
money than is needed  
to buy a pie! Let me  
NOW go to Britain!

#### Chapter Four

After a quick run, I  
arrived in Britain.  
There were so many  
people I could hardly  
move. So many people  
talking, trading,  
buying, selling, and  
dropping things. I ran  
to pick up every little  
thing dropped because  
I knew I could sell  
these to the shop  
owners of Britain.  
The citizens of  
Britania can be very  
generous with their  
discards! I gathered  
the items and sold  
them, keeping a few  
things for myself.  
This activity helped,  
but the bulk of my  
money was made with  
my work at tailoring.

#### Chapter Five

With money in the  
bank and my skills  
increasing, I began to  
notice that I felt very  
warm inside when I  
approached Britain. I  
have now visited all  
the cities accessible  
by the permanent  
moongates. However,  
none feel like home. I  
am a citizen of  
Britain.

Tricks and tips I have  
learned and wish to  
impart to you:  
Press and hold the  
right mouse button to  
walk (as normal) but  
also press the left  
button and then  
release both buttons.  
Do this right and you  
can 'stick' the walk  
command and move  
great distances with

less effort.

If a conversation is important to you, keep the journal open in case you miss something. Don't ask someone to repeat something. Use the ALT-J button combination to quickly access the journal. Also, learn all the combos you can like ALT-P for your persona image and ALT-I for your bag.

Create your own macros and write them down for quick reference. Macros for saying things repeatedly or to use vital skills.

Be patient with slow typists. Even if your character is not nice, what will leaving help you if you need an answer and cannot wait for the answer?

Do not form a guild. There are hundreds of them so you would benefit from (and save money by) joining another guild.

If you create items with a skill like carpentry or tinkering, do not litter the ground with so many items. Make sellable items and sell them or leave few lying around for newbies to snatch up. Also, why not hang around the shop associated with your profession if you're going to be still for a

great while practicing.

This game is about survival. Sometimes you may need to seize an opportunity.

Respect others rights but care for your own.

Be aware how long it takes between your weapon blows. Hit and move! Monster move more slowly than you do so you can hit and get away from their strikes and move in again when you are ready to hit.

Dress nicely, a little. naked people walking around look really stupid. I'm serious.

I would like to integrate voice technology into the game. Products that allow us to talk as well as type. Please join me and find existing programs that do this (I won't advertise here) or create new ones. Buy a mic and headphone combo.